RAGNAROK TACTICS

TEEN
T
CONTENT RATED BY ESRB

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

⚠WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

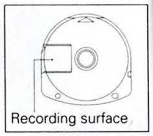
- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

Use and handling of UMD®

• This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP® system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. AND CANADA ONLY. • Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.



Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.

Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.

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Prologue

Long ago, a ferocious war which came to be known as the Holy War was waged.

It was during this bloody conflict that humanity erected a magical barrier to keep both gods and demons from overrunning their world.

Once the war was over, it was believed that peace would return. However, humanity soon began to turn on itself, and war began anew.

Countless centuries have passed since the end of the Holy War.

The Grantria Peninsula, with towering mountains to the north and a vast ocean to the south, is where most of humanity made its home.

The two major powers on the Peninsula, the Branshaldo Empire, led by Bernard III, and the Aura Republic, led by Gilsede, fought for control of the region.

The conflict eventually ground to a halt and an uneasy truce was reached, as neither nation had the resources to continue fighting.

Even so, the animosity between the two parties never faded, but smoldered beneath the surface, always threatening to flare up again...

In the resulting tenuous peace, the people of the peninsula began to go on with their lives, always aware that the war could resume at any time.

Branshaldo Empire

The Branshaldo Empire was founded by invaders who came to the Grantria Peninsula from a long forgotten nation in order to conquer the indigenous people of the area. Ruled by the Branshaldo family almost from the beginning, the empire encompasses the northeastern part of the peninsula, and the heart of the nation lies in the town of Barraf, where Chardo Castle, the seat of Imperial power, stands proudly overlooking the entire kingdom. The current emperor is Bernard III.

Aura Republic

The Aura Republic began as a confederation of disparate enclaves forced to come together in order to protect themselves from the progenitors of the Branshaldo Empire. Now in control of the northwestern part of the Grantria Peninsula, the Republic governs by committee from the Aura Council Hall, currently chaired by Counselor Gilsede.

Toren Militia

A private group of soldiers beholden to no single nation established by a former mercenary named Toren, its primary purpose is to keep order in the countryside of both the Aura Republic and Branshaldo Empire. For a vast majority of the populace, bandits and monsters are a far bigger threat than the possibility of conflict between the two nations and it's the Toren Militia that most people turn to for protection.

Getting Started

Once the game has launched in a PSP® (PlayStation®Portable), the title screen will be displayed.

Title Screen

Pressing START while in the title screen will bring up five menu options. Select an option using the directional buttons and then confirm your choice by pressing the X button.

NEW GAME	Create your character and start the game from the very beginning of the story. Please see pg. 05 for more details.
LOAD GAME	Load previously saved game data.
AD HOC MODE	Exchange weapons and characters with other players and engage in a battle against characters you received from other players.
OPTIONS	Adjust various in-game settings.
INSTALL	Install game data onto your Memory Stick PRO Duo in order to shorten loading times. Over 223MB of space is required in Memory Stick PRO Duo.

Options

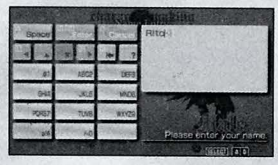
Voices	Turn Battle Voices ON/OFF.
Text Speed	Set the speed dialogue text displays.
Cursor	Set how the cursor moves during battles.
Set Radar	Set the position of the radar used during battle.
Reset All	Return all settings to the default settings.

Character Creation

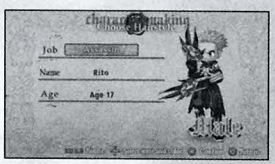
Follow the steps below to create your character.

1. Select the job class (pg. 21) and gender of your character.
   ※You can change job classes later in the game.
   ※Some jobs classes will be unavailable until you complete the game at least once.

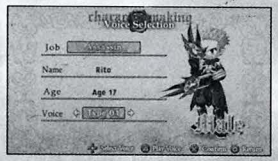
2. Choose a name for your character and then press START to confirm.



3. Select a hairstyle and color.



4. Choose a voice type for your character. Press the △ button to listen to samples of each voice type available.



Save Data

By selecting "Save" in either the System Menu (pg. 09), or in the Battle Preparation screen (pg. 14), you can save your progress. You can also save your game when the story progresses.

In order for you to save your game, you'll need a Memory Stick Duo or a Memory Stick PRO Duo with over 352KB of free space.

Note: You can also quick save your game when you select "Battle Save" in the Battle Menu (pg. 15) during battle. In order to create a "Battle Save" you will need an additional 352KB of free space on your Memory Stick Duo or Memory Stick PRO Duo.

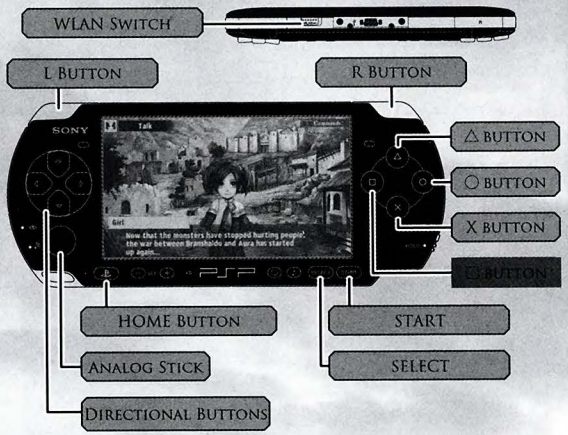
Game Controls

This section will explain the various functions of the buttons when playing the game. You can also quickly check what each button does when the "key help" prompt is shown at the bottom of the screen during game play.

PSP®

Actions shown in black text are consistent throughout all parts of the game; actions highlighted in red occur only in dialog events; actions highlighted in blue occur in various parts of the game.

※The images used below are of the PSP-3000 and the button shapes and locations will differ from those of the PSP-1000 and PSP-2000.



Directional Buttons	Select items and move cursor.
Analog Stick	Move cursor.
X Button	Confirm selections, move to next screen, advance dialog (hold down to auto-advance dialog), display battle command options.
○ Button	Cancel selections, return to previous screen hide/restore dialog window, move cursor to units waiting for their action turn.
△ Button	Display Game Flow, unit information.
□ Button	Display Backlog, display menus.
L Button	Hold down to display Help menu, hide/display battle map, switch points while making a selection, skip pages.
R Button	Hold down to fast forward through dialog, switch points while making selections, skip pages.
START	Skip events, display battle menu.
SELECT	Zoom in/out on maps.

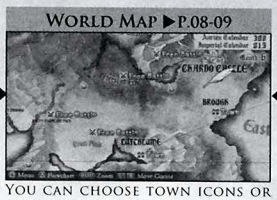
How to Play

This section will cover the three screens that you will interact with while playing the game. For more details, please refer to the corresponding description pages.

The Three Screens of Destiny

By selecting one of the icons that appear on the world map, you can move to towns, engage in battles, or witness story-related events. Exiting from a town or battle will return you to the world map screen.

World Map ▶P.08-09



You can choose town icons or event icons while in the world map screen.

Town ▶P.10-11

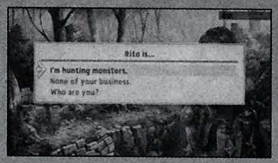
Talk with townsfolk to learn valuable information or buy items to prepare for the battles ahead.

Battle ▶P.14-20

Issue commands to your allies while in battle; have them move, attack, or heal.

Conversation Options

During certain events and conversations with townsfolk, you'll be prompted to choose an answer to a person's question or comment on another person's thought or idea. Depending on your choices, the story might unfold in an unexpected fashion...

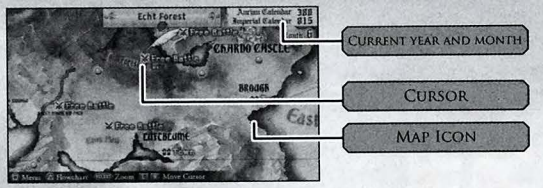


World Map

By selecting the appropriate icon while on the world map screen you can move to a town (pg. 10) or a battlefield (pg. 14). You can also access the main menu and prepare your party for the battles that lay ahead.

Game Screens

Below is the world map screen.



Map Icons

Main-Ev	Choosing this icon will trigger a main event battle. Claiming victory in one of these battles will cause the story to progress. Should multiple main event icons appear, simply choose the one that you want to participate in.
Sub-Ev	Participate in one of the game's many sub-events. While sub-events are entirely optional, undertaking a few will not only allow you to earn valuable experience and job points, but you'll see another side of the world you live and fight in.
Sub-Ev End	Emerging victorious from a sub-event battle will reward you with different end of battle scenes than the ones shown at the end of main event battles.
Town	Go to a town to learn valuable information and random trivia as well as buy and sell items.
Town Sub-Ev	By talking to certain people in town, you can trigger a sub-event quest.
Free Battle	Use these battles to train and strengthen your battle party. Be sure to pay attention to the level of the enemies so you don't get in over your head.
	This icon designates areas that are inaccessible.

Select a map icon

Move the cursor using the directional buttons or the analog pad to select an icon on the map and then confirm your selection using the X button. By pressing either the L button or R button, you can instantly move the cursor to any icon on the map.

World Map Menu

Press the □ button while on the world map screen to display the following three menu options.

Guild	View the status of each of your guild members and change their equipment (pg. 12).
Flowchart	Confirm which events you have cleared and which story branches you have yet to experience in an easy-to-read flowchart format.
System	Change in-game settings and save the current game.

System Menu

Options	Change various in-game settings (pg. 04).
Help	Review the in-game tutorials and get a few hints to help you progress through the game.
Save	Save your progress.
Load	Load a previously saved game. Any unsaved data will be lost.

Flowchart

Pressing the △ button while on the world map or the □ button while in the menu will allow you to jump to the flowchart screen. The flowchart will display the events you have cleared and which paths have yet to be traveled.

Flow Menu

Sub-Event	View cleared sub-events.
Alliances	View the relationships between certain characters. These relationships will change depending on your in-game actions.
System	Change various in-game settings and save your current game.
Map	Return to the world map menu.

The A.I.Z. System

The A.I.Z. system allows you to travel back in time so that you can experience events that you may have missed the first or second time around. By saving cleared game data after completing a storyline and then starting a new play through using that save data, you can utilize the A.I.Z. mechanic in the Flowchart screen. Using A.I.Z. points will let you experience all of the main events and see the ultimate truth of the story of Ragnarok Tactics.

However, once you have reached a certain part of the game's story, you will not be able to utilize the A.I.Z. function.

※ A.I.Z. points are required to take advantage of the A.I.Z. system. You can earn points by claiming victory in battle. Turning back one chapter will consume 1 A.I.Z. point.

※While you can go back in time, you cannot skip ahead. The future must be earned.

Town

While in town, you can stop and chat with the locals to collect possibly important information or just listen to random gossip. You can also stop by the shop to buy and sell equipment and items or, if you need more bodies, you can swing by the Rilute Tavern and hire a mercenary or two.

Town Screens

Selecting Town on the world map will take you to the Town screen. The following options will become available to you once you make it into town.

Shop	Buy and sell items.
Rilute Tavern	Hire and fire guild members; change job classes (Not available in some towns).
Guild	View the status of each of your guild members and change their equipment (pg. 12).
Talk	Speak with the townsfolk to learn what there is to be learned.
System	Display the system menu (pg. 09).

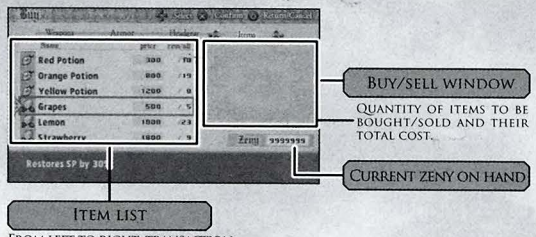
Shop

You can buy and sell items, protective equipment, and weapons at the shop located in each town.

Buy	Use this option to purchase things. You can select from merchandise categories such as "Weapons," "Armor," "Head gear," or "Items."
Sell	Unload your unwanted equipment and items with this option.
Try On	Allows you to see the effect any given piece of equipment will have on a character's stats.
Status	View a character's stats and change their equipment.

How to Buy/Sell

When you choose to buy or sell an item the screen shown below will be displayed. Once you have chosen an item to buy or sell, use the directional buttons to select the number of each item to be included in the transaction and then press the X button to complete the transaction.



Rilute Tavern

You can hire or fire mercenaries as well as change the job classes of your guild members here.

Guild	View the status of each of your guild members and change their equipment.
Hire	Spend some your hard-earned zeny to hire a new party member. The higher the character's level, the more it'll cost you to bring them into the fold. ※ You can only change the Base Level of a character when first hiring them. Their Job Level will always start at level 1.
Fire	Dismiss a character from your party.
Change Jobs	Change a character's Job Class (pg. 21) to better suit your overarching strategy.

Talk

Talk to the various merchants, mercenaries, and shiftless layabouts in town to learn potentially valuable information.

※Talking with certain townsfolk will trigger a sub-event.

Talk
Maid
Lady Cynthia is still fighting for the people of Branshalo while at the same time looking for a way to cure Princess Adelaide.

Zeny

You can earn zeny by defeating enemies in battle. Zeny can be used to buy items and equipment as well as hire mercenaries to pad out your battle party.

Guild

The protagonist is the leader of their own "guild." The player can have up to a maximum of 30 characters join their guild.

Guild Screen

Selecting "Guild" while on the world map screen or in the shop menu will take you to the guild screen. Also, pressing the ○ button while a character is selected will bring up the guild menu.

Guild Name

Press select to change the name.

Guild Member

Display simplied stats such as name, job, level, etc.

Scenario Achievement Rate

This will increase as you complete main events and sub-events.

Number of Guild Members

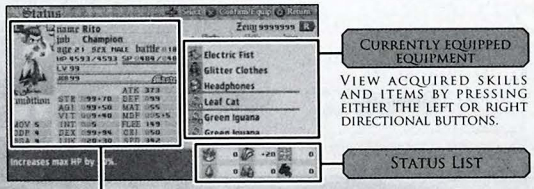
The numbers displayed here indicate the current number of guild members and the maximum allowed.

Guild Menu

Status	View characters' stats and equipment.
Customize	Change a character's hairstyle, name, etc. here.
Job History	Review the levels of jobs you've held in the past
Return	Close guild menu.

Status

Selecting "Status" while in the guild menu or in the battle preparation menu will take you to the status screen (pg. 14).



Currently Equipped Equipment

View acquired skills and items by pressing either the left or right directional buttons.

Status List

Status List

※ Weapons include "Guitars," "Whips," "Bows," and "Firearms."

Status List

NAME	Name
JOB	Current Job
AGE	Age
SEX	Your gender
BATTLE	The number of battles you've participated in. Affects the maximum level of your Burst Strike Gauge. (pg. 15)
HP	Shows a character's current and maximum HP. Will decrease as the character is attacked and when their HP reaches zero, they will become incapacitated and unable to fight.
SP	SP is required to use a character's special skills (pg. 18). The character's current and maximum SP is shown and will decrease as skills are used. When their SP is zero, that character will not be able to use their special skills.
LV	Indicates a character's current level, which is a measure of their overall strength and effectiveness. Increases when Base EXP is earned (pg. 16). The value to the left of the slash (/) is the number of Base EXP obtained and the one to the right is the number of Base EXP you'll need to acquire to advance to the next level.
JOB	Indicates a character's current Job level and increases when Job EXP is earned (pg. 17). The value to the left of the slash (/) is the number of Job EXP obtained and the one to the right is the number of Job EXP you'll need to acquire to advance to the next level.
CONDITION	An icon will appear when a character is inflicted with a status ailment (Pg. 20).
MOV	The number of steps a character is allowed to move. You are allowed to move the indicated number of squares shown on a battle screen.
ODP	The maximum number of skills you can select when Overdrive is used (pg. 19).
BSA	Designates the area in which an ally has to be to join in a Burst Strike. This stat also influences the range allies have to be in for them to participate in a Burst Strike (pg. 19).
STR	This stat influences the physical attack power of most weapons (NOTE: Some weapons' attack power is dependent upon stats other than STR).
AGI	Influences turn rate and ability to evade attacks.
VIT	Influences a character's physical strength and maximum HP.
INT	Affects spells and defense against magic as well as the effectiveness of SP restoring magic.
DEX	Increases the physical attack power of some weapons and shortens the chant time for magic skills.
LUK	Increases the chances of critical hits and evading attacks; changes the odds of getting a status ailment.
ATK	Affects the attack power of weapons.
DEF	Governs the damage taken from physical attacks.
MAT	Affects how much damage spells do as well as how much HP and SP some healing spells restore.
MDF	Affects how much damage you take from magic attacks.
FLEE	Governs the success rate of avoiding physical attacks.
CRI	Influences the odds of landing a critical hit when performing physical attacks.
SPD	Influences turn rate.

Battle

Battle Preparation

Before starting a battle you will be taken to the battle preparation screen where you can prepare the characters in your battle party for the fight ahead.

Preparation

The following seven options will be available to you while you're in this screen.

Select Allies	Select battle party members.
Status	Check a character's stats.
Options	Change various in-game settings (pg. 04).
Check Map	Survey the battle map and check enemy positions.
Save	Save your current progress.
Load	Load previously saved data. Any unsaved data will be lost.
Engage	Finish your preparations and start battle.

Story-specific Allies

There will be points in the game where story-specific characters will be included in your battle party and will be indicated by the word "Entry" in red. These characters cannot be removed from your party.

Battle Party Members

Pressing the X button after selecting a character will mark them with the word "Entry" in red, indicating that the character will be used in battle.

Number of Party Members

The numbers show the number of characters currently in your party as well as the maximum number of characters allowed to participate in battle.

Key Characters

If a character in your party is central to the event battle you are engaged in, the icon will be displayed in the "Condition" column of their stats. If a key character is defeated during an event battle, you will immediately lose the fight and be considered defeated.

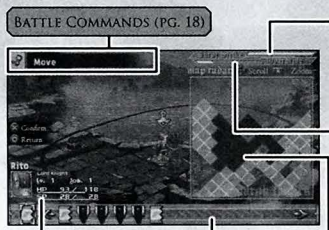
Battle

Battle/Screens and Rules

The higher a character's SPD stat, the faster their turn will come in battle. This section of the manual will explain the layout of the various battle screens as well as the rules governing the art of war.

Battle Screen

Once you begin a battle, the screen shown below will be displayed.


Battle Commands (pg. 18)
Burst Strike Gauge
It's at max at the beginning of battle and decreases each time a Burst Strike (pg. 19) is used.
Overdrive Gauge
This gauge is filled every time you perform an attack and is depleted when an Overdrive (pg. 19) is used.
Radar
View the positions of allies and enemies. Not shown in the default settings.
Character's basic stats
Turn Order
Indicated by flags representing each force.
Move
Golem
Return
Rito

Battle Menu

Press START during battle to display the Battle menu.

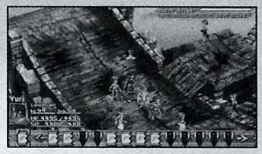
Win/Loss Condition	Confirm a stage's Win/Loss conditions.
Help	View the in-game glossary and tutorials.
Options	Adjust various in-game settings.
Battle Save	Create a temporary save in the midst of battle.
Load	Load a previously saved game.
Escape	Run away from the current battle and proceed to the Results screen (pg. 17). This option is unavailable during story-specific battles.

Battle Basics

As mentioned before, a character's turn rate in battle is determined by their SPD. The higher the SPD stat the faster that character's turn will arrive. You can order your allies to perform various actions by selecting from the various battle commands (pg. 18).

Select Battle Commands

You can issue commands such as "Move" and "Attack" to your party members while in battle. Ordering an ally to "Wait" or "Relax" will cause their turn to end and the next character's turn to come up.



※A character told to "Wait" or "Relax" rather than "Move" and "Attack" will have their next turn come up sooner.

Character Direction

Each character has a default direction in which they will face while in battle. The way a character faces will affect the amount of damage they inflict and receive. Attacks are more effective when done from the back or the sides of the target, so always try to position your party members behind an enemy before attacking. Likewise, try not to get hit from behind if at all possible.

Damage and Recovery

When a character inflicts damage, the amount of damage done to the target's HP will be shown in white. When a healing skill or item is used, the amount of HP restored will be shown in green.

EXP and Leveling Up

A character will earn experience points (EXP) when they defeat an enemy or heal an ally. When a sufficient amount of EXP is earned, the character will gain a level. There are two types of EXP that can be earned: Base EXP and Job EXP.

Base EXP

As a character accumulates Base EXP, they will see gains in a number of their stats such as their HP and SP. In addition, bonus points can be earned that can be applied to other stats such as STR and AGI.

Job EXP

When a character accumulates sufficient Job EXP, they will earn skill points. In addition, when a character's job reaches a certain level, new skills can be acquired.

ZOC (Zone of Control)

ZOC is an ability that can effectively restrict an enemy's movement. Equipping characters with the appropriate card will activate the ZOC.

ZOC-affected squares

Moving though a ZOC-affected area will cut an enemy's range of movement in half. Equipping front-line characters with the ZOC ability can go a long way towards protecting weaker allies.

Treasure Chests

You may come across treasure chests while on a battlefield. Should you encounter one, attack it to get at the goods inside.

※There may also be hidden treasure chests scattered on the battlefield.

Results Screen

You will be taken to the Results screen when you either win a battle or select "Escape" and run away from the fight like a frightened child. This screen will show you the zeny and items you earned from your noble victory.

Becoming Incapacitated and the Dreaded Game Over.

Characters that have their HP reduced to zero will become unable to fight. Furthermore, you cannot revive those characters for the duration of the battle. If a key character (see pg. 14) falls in battle, it will be game over and you will be taken to the Title Screen.

Battle

Battle/Battle Commands

Once a character's turn comes up in a fight, press the ○ button to display a list of commands that you can give that character.

Move

Allows you to reposition the chosen character on the battle map. The distance a character can move at one time is determined by their MOV stat.

Attack

Issuing this command will cause the chosen character to perform a physical attack using their currently equipped weapon. The effective range of a character's physical attack will depend on the type of weapon they have equipped at the time.

Skill

A character can use any skills they have learned to inflict damage on an enemy or heal themselves or allies, by consuming SP. For an overview of available skills, please refer to pg. 21-27.

※Only skills related to the character's current job class are available for use.

Items

Use items that are in your inventory to restore HP and SP, cure status aliments, etc.

Relax

Ending a character's turn by having them "Relax" will let that character regenerate some HP and SP. However, should that character be attacked while in Relax mode the attack will be a critical hit, causing significant damage to the character.

Overdrive

Once you have filled a bar in the Overdrive gauge (pg. 15), you can burn it to use multiple skills in one turn. Select a skill you want to use and then press the △button to confirm.

※ You must have filled at least two bars in the Overdrive gauge; otherwise you will not be able to unleash this potentially devastating technique.

Once you've met the required conditions, unleash an Overdrive attack. By combining certain skills in the proper order, you might be able to perform a super-powerful special attack.

※Skills used in an Overdrive attack do not consume SP.

※Characters can only perform one Overdrive attack in each battle.

Burst Strike

Once you have filled up the Burst Strike Gauge (pg. 15), you can perform a collaborative attack with up to three nearby allies. Select desired allies using the X button, and confirm using the △ button.

Now unleash a Burst Strike. The level of damage dealt will vary depending on the number of allies involved as well as the number of targets. By combining certain jobs, you might be able to unleash a special attack move.

Standby

Choosing this command will end the character's current turn. Choose the direction you wish the character to face and then press the X button to confirm.

Battle

Attributes and Status Ailments

Taking advantage of opposing attributes and status aliments is the key to crushing your opponents. Be sure you know when to use what for complete battlefield domination.

Attributes

There are six types of attributes found in the world of Ragnarok Tactics. By using a weapon infused with a particular attribute, you can inflict a greater amount of damage on opponents with the opposite attribute. By donning attribute-infused protective equipment, you can lower the damage taken by certain attacks. Be sure to check each character's resistance to the various attributes; a "+" will indicate a strong resistance and a "-" will indicate a weak resistance to a particular attribute.

Fire	Weak against: Water-attributed attack moves. Strong against: Fire and earth attributed attack moves.
Water	Weak against: Wind-attributed attack moves. Strong against: Water and fire attributed attack moves.
Wind	Weak against: Earth-attributed attack moves. Strong against: Wind and water attributed attack moves.
Earth	Weak against: Fire-attributed attack moves. Strong against: Earth and wind attributed attack moves.
Holy	Weak against: Dark-attributed attack moves. Strong against: All attribute-infused attack moves, except for dark-attributed ones.
Dark	Weak against: Holy-attributed attack moves. Strong against: Dark and null attributed attack moves.

Status Ailments

When struck by certain kinds of special attacks, a character might become inflicted with a status ailment (one of the below icons will appear). Status ailments will be removed either by waiting for a certain number of turns to complete, or a healing item or skill is used.

Freeze	Prevents the character from performing any action and changes their attribute to water. Will raise MDF at the cost of DEF and make it all but impossible to dodge attacks.
Stun	Prevents the character from performing any action and dodging any attacks.
Curse	Character's ATK and SPD will be lowered and LUK will be reduced to zero.
Silence	Prevents the character from using any skills.
Poison	The character's HP will decrease with every turn and their ATK and DEF will be lowered.

Job Introduction

There are 14 different job classes available in Ragnarok Tactics. If you want to change jobs, simply head to the Rilute Tavern. Changing between several different types of jobs will also unlock new and powerful original skills.

Lord Knight

A warrior with balanced attack and defense skills. Uses two-handed swords for a devastating effect.

Bash	A powerful sword attack that inflicts massive damage on a single opponent.
Magnum Break	Inflicts damage on all targets in range with a mighty flaming sword.
Bowling Bash	Creates a shockwave that inflicts damage on multiple targets.
Charge Attack	A bold renegade move that causes damage to an enemy by charging into them.
Auto Counter	Will allow you to counter any physical attack for a certain amount of time.
Aura Blade	A sword attack that inflicts damage on an enemy using the power of your aura.
Berserk	Temporarily increases ATK at the expense of your DEF.
Dancing Sword	Uses a flaming sword to mow down all enemies within range.

Paladin

Uses spears and shields in battle. Will sacrifice themselves to protect their allies.

Provoke	Vile insults that enrage an enemy to the point where they'll only attack you.
Auto Guard	Increases the odds of blocking physical attacks for a set amount of time.
Shield Charge	Inflicts damage on an enemy using a shield. Has a chance of causing Stun.
Reflect Shield	Temporarily reflects all physical attacks back onto the aggressor.
Grand Cross	Calls forth the divine to inflict damage on all targets in range.
Devotion	Temporarily allows you to absorb the damage dealt to a chosen ally.
Heal	Heals the HP of yourself or an ally.
Soul Provoke	Vile insults that enrage all enemies to the point where they'll only attack you.

Assassin

Wanders the battlefield at will, wreaking havoc with their secret arts.

Steal	Has the chance of liberating items from an enemy's possession.
Envenom	Infuses physical attacks with a deadly toxin. Has a chance of causing Poison.
Phantom Step	Allows you to reposition yourself, ignoring ZOC, after using a skill.
Sonic Blow	A rapid 8-hit combo infused with Wind that inflicts damage on a single foe.
Cloaking	Allows you to temporarily vanish from sight and avoid being attacked.
Meteor Assault	A massive blow that damages all foes in range. Has a chance of causing Poison.
Cyclone	Unleashes a slashing Wind attack that damages all targets in its path.

Whitesmith

Uses an axe in battle. Adept at alchemy and can shape the battlefield to their advantage.

Mammonite	Use your hard-earned Zeny to inflict damage on an enemy.
Hammer Fall	Shakes the very earth to damage all foes in range. Has a chance of causing Stun.
Adrenaline Rush	Cuts down all enemies in range with a flurry of axe strokes.
Over Thrust	Temporarily increases your ATK or that of an ally.
Maximize Power	Temporarily increases the chances of you or an ally landing a critical hit.
Magnitude	Pummels the earth to injure all foes in range. Has a chance of causing stun.
Hammer Swing	Flail about with an axe, of all things, to inflict damage on all foes in range.

High Priest

Uses their superior magic abilities to restore and heal their allies while in the heat of battle.

Heal	Restores the HP of a chosen ally, or that of yourself.
Holy Light	Uses the power of divine radiance to lay low multiple enemies.
Recovery	Heals any status ailments that have been inflicted on an ally or yourself.
Heal Mist	Restores the HP of all allies in range using a soothing healing mist.
Holy Armor	Temporarily reduces the damage taken by you or a chosen ally by half.
Holy Field	Temporarily creates a sacred boundary infused with a ZOC effect around you.
Holy Breath	Uses the power of your blessed breath to hurt all enemies in range.

Champion

Uses their highly-developed bodies to unleash powerful physical attacks against their foes.

Qigong	Temporarily raises ATK. Allows you to use certain skills.
Triple Attack	A 3-hit combo attack infused with Fire that damages a single foe.
Chain Combo	A 4-hit combo attack infused with Water that damages a single foe.
Combo Finish	Strikes the ground with furious anger, inflicting Earth damage on an enemy.
Body Relocation	Allows you to reposition yourself, ignoring ZOC, after using a skill.
Critical Explosion	Becomes available after using Qigong. Temporarily raises critical hit rate.
Asura Strike	Becomes available after using Critical Explosion. Demolishes a single foe.
Heaven's Roar	Unleashes hell on all enemies in range. Has a chance of causing Stun.

High Wizard

Uses their awesome magic skills to rain elemental death upon their enemies.

Fire Ball	Launches globes of burning death to damage a single foe.
Cold Bolt	Inundates an enemy with a rain of ice shards. Has a chance of causing Freeze.
Thunder Storm	Strikes multiple targets with brilliant shafts of electric death.
Heaven's Drive	Causes stone pillars to erupt from the ground to damage multiple foes.
Meteor Storm	Crushes multiple enemies with a barrage of meteorites.
Storm Gust	Damages multiple foes with an icy blizzard. Chance of inflicting Freeze.
L-Vermilion	Ignites a Wind-infused explosion to inflict damage on multiple foes.
Earth Spike	Causes stone pillars to erupt from the ground to damage a single foe.
Dark Jihad	Summons a dark sphere to damage multiple enemies. Requires chanting.

Sniper

Master of ranged attacks using bows and arrows, as well as a trained falcon.

W-Strafing	Shoots two arrows simultaneously to damage a single enemy.
Arrow Shower	Launches a flight of arrows to damage multiple enemies.
Blitz Beat	Damages a single enemy from afar using a powerfully shot arrow.
Falcon Assault	Uses a falcon to inflict Wind damage on an enemy. Chance of causing Silence.
S-Shooting	Inflicts incremental Wind damage on all foes in range. Chance of causing Stun.
Machine Gun Arrow	Launches a flight of arrows into the sky to damage all enemies in range.
Falcon Blade	A rapid-fire barrage of arrows that inflicts damage on a single target.

Clown

With awesome six-string skills, their songs can be the difference between victory and defeat.

Musical Shot	Play a song so horrible that it actually causes physical pain to an enemy.
Frost Joker	PUNish multiple foes with your devilish punditry! Chance of causing Freeze.
Dissonance*	Inflicts damage on multiple enemies.
Assassin Cross: Dusk*	Speeds up turns of all allies in range.
The Apple of Idun*	Restores HP of all allies in range.
Drum Corps*	Raises ATK and DEF of allies in range.
Immortal Siegfried*	Ups status resistance for all allies in range.
Feast of Valhalla*	Hurts several foes and might inflict status ailments.
Motorhead	Plays a furious tune so intense that it causes irreparable harm to a single foe.

※The effect of this skill will last while a clown continues to sing, and will end if/when they are defeated.

Dancer

Their mesmerizing dance moves and songs inspire their allies to even greater efforts.

Scream	Damages all enemies in range with a shrill scream. Chance of causing Stun.
Fortune's Kiss*	Increases the CRI of allies in range.
Forget Me Not...*	Slows turn speed of all enemies in range.
Bump-and-Grind*	Restores the SP of all allies in range.
Come-Hither Look	Seduce enemies with a wink, temporarily keeping them from attacking you.
Drum Corps*	Raises ATK and DEF of allies in range.
Immortal Siegfried*	Ups status resistance for all allies in range.
Banquet of Valhalla*	Hurts several foes and might inflict status ailments.

※The effect of this skill will last while a dancer continues to boogie, and will end if/when they are defeated.

Dark Knight

Embraced the darkness and its malevolence in exchange for powerful battle skills.

Dark Weapon	Temporarily infuses a weapon of an ally or yourself with the power of Darkness.
Blood Crush	Strikes at an enemy and absorbs HP equal to the amount of damage inflicted.
Genocide	Damage multiple enemies by impaling them on a sword surrounded by a dark aura.
Darkness Wave	Damages multiple enemies with waves of stygian darkness.
Death Blade	Uses a blade of shining darkness to inflict damage on up to three enemies.
Hell Impact	Damages multiple enemies with a swirling dark maelstrom of darkness!

Shaman

A medium in tune with the spirit world. Can use both attack and recovery magic.

Fire Spirit	Summons a fire spirit to inflict damage on a single foe.
Earth Spirit	Summons an earth spirit to inflict damage on a single foe.
Water Spirit	Summons a water spirit to inflict damage on a single foe.
Wind Spirit	Summons a wind spirit to inflict damage on a single foe.
Serene Spirit	Summons a spirit to heal the HP of yourself or a chosen ally.
Blessed Spirit	Summons a spirit to heal the SP of yourself or a chosen ally.
Vengeful Spirit	Temporarily increases the MAT of yourself or an ally.
Divine Retribution	Decimates up to three targets with the power that created the universe.
Elemental Call	Calls upon the four elemental spirits to hurt up to four foes. Requires chanting.

Jonda

Excels at using firearms. Annihilates enemies using special high-powered attack skills.

Take This	Inflicts damage on an enemy by shooting them with a gun.
Sitting Duck!	Inflicts damage on an enemy by shooting them repeatedly with a gun.
Stay Put!	Inflicts damage on multiple enemies by shooting them repeatedly with a gun.
Shut Up Already	Shoots an enemy with a silent bullet. 100% chance of causing Silence.
You're So Annoying	Shoots an enemy with a stunning bullet. 100% chance of causing Stun.
Death's Shadowy Gaze	Aims at an enemy's vitals. If successful, their HP will be reduced to 1.
Wait Your Damn Turn	Shoots an enemy in the leg. If successful their turn speed will be reduced.
Furious Anger	With great vengeance, pump ten bullets into a single unfortunate foe.
Let's Jonda!	Summons the five most popular Jonda boys to inflict damage on multiple enemies.

Kafra

Master of explosives and capable of wielding many types of firearms besides shotguns.

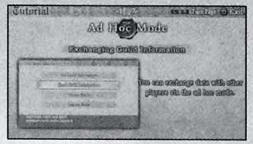
Punishment Time!	Takes a shotgun to a single enemy.
Russian Roulette!	Fires a gun into the air to inflict damage on a randomly chosen victim.
You Die Now!	Blasts away at all enemies in the path of your bullet.
Pump YOU Up!	Drops a Kafra bomb on an ally to charge their overdrive gauge.
Kafra Shot!	Blows up an ally with a special Kafra bomb to restore their SP.
No Slacking!	Blows up an ally with a special Kafra bomb to make their turn come up next.
Chill Out!	Blows up several enemies at once. Has a chance of causing Freeze.
Unhinged!	Uses a special beam to bring the pain to all enemies in range.
Come on, Kafra!	Summons the alluring Kafra FIVE! to inflict max suffering on multiple foes.

Ad Hoc Mode

You can send weapons and characters to other players as well as dispatch pre-determined parties to test their mettle in battle.

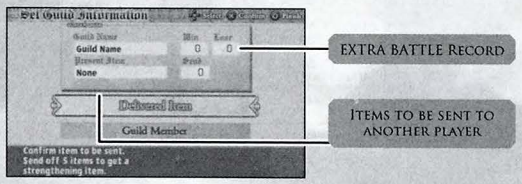
Ad Hoc Mode Menu Screens

Select "Ad Hoc Mode" from the menu displayed on the title screen (pg. 04) to display the screen on the right. From there you can select one of the following options.



Guild Information

Organize weapons and characters to send as gifts to other players. To send a weapon, use the "Delivered Items" option and to send a character select the "Guild Member" option.

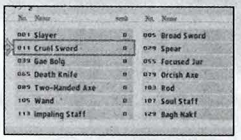


EXTRA BATTLE RECORD

ITEMS TO BE SENT TO ANOTHER PLAYER

Send Guild Information

The wireless LAN feature of the PSP® (ad hoc mode) allows you to send weapons and characters chosen in the Guild Information screen. Select "Yes" to send them to the friend or adversary of your choice.



Extra Battle

You can engage in battle against characters received from other players via "Send Guild Information." It employs the same basic rules as any standard battle, but because you won't be obtaining any EXP you cannot improve your characters' levels. Instead, you will receive special cards for claiming victory in an Extra Battle.

Delivered Weapons

Once you have sent the same weapon five times through the Send Guild Information screen, an "R" will appear at the end of the weapon name. Weapons with an "R" at the end of their names are more powerful than their standard counterparts.

Note: You cannot send weapons with the "R" designation to other players.

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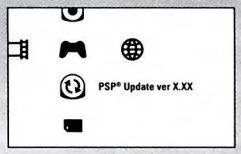
Updating the PSP® (PlayStation®Portable) system

Updating the PSP® system software

This UMD® includes the latest update data for the PSP® system. If a screen prompting you to update the system software is displayed when you start the UMD®, you must perform an update to start the software title contained on the UMD®.

Performing the update

When you insert the UMD®, an icon (as shown on the right) is displayed under **[Game]** in the home menu. Select the icon, and then follow the on-screen instructions to perform the update.



Before starting the update:

- Fully charge the PSP® system battery.
- Connect the AC adaptor to the system and plug it into an electrical outlet.

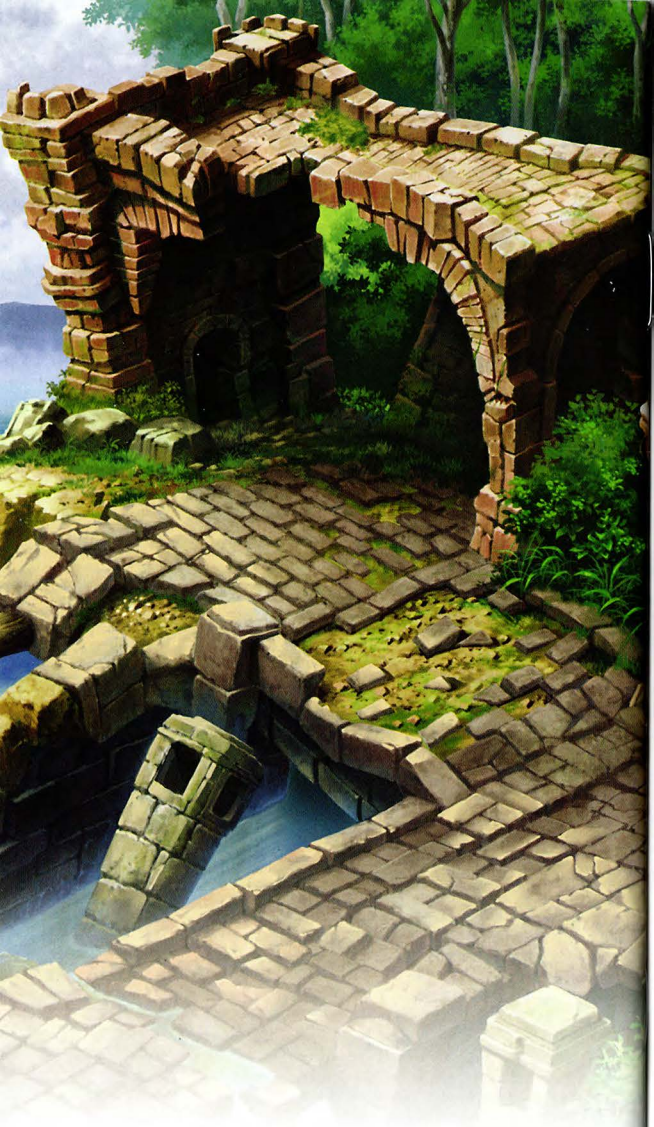
During an update:

- Do not remove the AC adaptor, turn off the system or remove the UMD®.

If an update is canceled before completion, the system software may become damaged, and the system may require servicing to repair or exchange.

Checking that the update was successful

After the update has been completed, select **[System Settings]** under **[Settings]** from the home menu, and then select **[System Information]**. If the System Software field displays the version number of the update, the update was successful.



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PlayStation®Network

RAGNAROK

Centuries have passed since the epic battle between humanity and the ethereal known as the Holy War came to an end, with mankind ultimately claiming victory. From the destruction caused by the war rose two great nations, each believing that they alone had the right to rule, and the tenuous peace that had begun to take hold was shattered by the bloody vengeance of violence and bloodshed across the land. Eventually, the war between the two nations ground to a halt as both sides had neither the resources nor the strength to continue to fight, and an uneasy peace once again began to take hold.

However, in the shadows, the specter of war threatens to emerge to plague humanity once again...

Based on the MMO classic, Ragnarok Online!
Engage in exhilarating battles!
Create your own characters!
Exchange items and weapons with friends!
Complete five different endings!

UMD® UNIVERSAL MEDIA DISC

Player 1 | Memory Size 352 KB | Ad Hoc Players 2 – 2

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TEEN T ™
Alcohol Reference
Fantasy Violence
Language
Partial Nudity
Use of Tobacco
ESRB CONTENT RATING www.esrb.org

PSP®

PlayStation®Network

Only On PlayStation®

RAGNAROK TACTICS

TEEN T CONTENT RATED BY ESRB

ULUS 10594

UMD® UNIVERSAL MEDIA DISC

Online Interactions Not Rated by the ESRB

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